

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (previously presented): A multiplexing method for multimedia communication, comprising the steps of:

(a) encoding media data; and

(b) multiplexing the media data encoded in the step (a) in units of a predetermined frame, and inserting a second flag having a predetermined length with an auto-correlation in the frame after a first flag having the opening and closing of the frame.

2. (original): The multiplexing method of claim 1, wherein the frame further comprises: a header having data information: and a payload having video and audio data.

3. (original): The multiplexing method of claim 1, wherein the second flag of the step (b) has a bit pattern of "10110010".

4. (original): The multiplexing method of claim 1, wherein the second flag of the step (b) is a pseudo noise code (PN CODE).

5. (currently amended): The multiplexing method of claim 1, wherein the multiplexing of the step (b) is performed together with interleaving.

6. (original): The multiplexing method of claim 1, wherein the second flag is inserted in the frame when a plurality of the first flags exist continuously or no payload exists in the frame.

7. (previously presented): A multiplexing method for multimedia communication, comprising the steps of:

(a) encoding media data; and

(b) multiplexing the media data encoded in the step (a) in units of a predetermined frame, and converting an 8-bit sync code forming a flag indicating opening or closing of the frame into a 16-bit pseudo noise sync code.

8. (previously presented): The multiplexing method of claim 7, wherein the 16-bit pseudo noise code in said step (b) has a pattern of "1110 0001 0100 1101".

9. (new): The multiplexing method of claim 1, wherein the second flag has a predetermined length with a high autocorrelation in the frame.

10. (new): The multiplexing method of claim 7, wherein the 16-bit pseudo noise sync code has a high autocorrelation in the frame.